
Subject: Re: Adding Legends to Coyote Graphics Windows
Posted by [elisadelgadomena](#) on Mon, 17 Feb 2014 11:38:11 GMT
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Hi again

You were right, now with the last version of `cglegenditem__define` everything is fine, there is no necessity of changing `yy=1.25` to `0.85`.

What I don't understand is why `cglegend` now also works fine if there is no difference between the previous and current version, contrary to what happens to `cglegenditem__define`

thanks
